Appl. No. Unassigned
Amdt. dated September 18, 2003

PATENT

This listing of claims will replace all prior versions, and listings of claims in the application:

Listing of Claims:

1. (original) A game and messenger client server system, comprising:

a plurality of game clients;

a game server including logic to operate a multiplayer game using inputs from and outputs to an active game set of game clients including the plurality of game clients, wherein game clients other than those in the active game set can join an active game by supplying the game server with a reference to the active game;

a plurality of messenger clients;

a messenger server including logic to forward messages from a sender messenger client to a receiving messenger client;

logic to couple a game client to a messenger client to allow the game client to send the messenger client data used to initiate joining a game, whereby a message sent by the messenger client includes the data used to initiate joining a game; and

logic to initiate a join of a game at an invitee client, using data received in a message to the invitee.

2-7. (canceled)

8. (original) The game and messenger client server system of claim 1, further comprising an icon that indicates a state of an inviter client.

9. (original) The game and messenger client server system of claim 8, wherein the icon is a game-specific icon.

10. (original) The game and messenger client server system of claim 1, further comprising logic to generate a data file sent in response to a request from the invitee client.

11-16. (canceled)

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joining the user and the another user in a multi user activity.

37. (original) A method of claim 35, wherein the activity is a game.

38. (currently amended) A computer program designed to execute on a server having a game server and a messenger server to provide a multi player computer environment, the computer program comprising:

program code to accept signals from ~~the~~ a̲ user input device to engage ~~the~~ a̲ game using a game client;

program code to present one or more preferences to a user computer system, where the one or more preferences are associated with games;

program code to select at least one preference to join the ~~activity~~ game̲;

program code to invoke the selected game with a messenger client;

program code to provide to the messenger server a user state and a reference to the game in which the user is playing; and

program code to present to another user associated with at least one of a plurality of user computer systems the user state and the reference to the game.

39. (original) The computer program of claim 38, further comprising:

program code to select to join the user in the game by the another user;

program code to invoke another game client, where the another game client is associated with the another user; and

program code to join the user and the another user in a multi-game activity.